



Software

Visiting Vehicle Ground Trajectory Tool

The International Space Station (ISS) Visiting Vehicle Group needed a targeting tool for vehicles that rendezvous with the ISS. The Visiting Vehicle Ground Trajectory targeting tool provides the ability to perform both real-time and planning operations for the Visiting Vehicle Group. This tool provides a highly reconfigurable base, which allows the Visiting Vehicle Group to perform their work. The application is composed of a telemetry processing function, a relative motion function, a targeting function, a vector view, and 2D/3D world map type graphics.

The software tool provides the ability to plan a rendezvous trajectory for vehicles that visit the ISS. It models these relative trajectories using planned and real-time data from the vehicle. The tool monitors ongoing rendezvous trajectory relative motion, and ensures visiting vehicles stay within agreed corridors.

The software provides the ability to update or re-plan a rendezvous to support contingency operations. Adding new parameters and incorporating them into the system was previously not available on-the-fly. If an unanticipated capability wasn't discovered until the vehicle was flying, there was no way to update things.

This work was done by Dustin Hamm of Johnson Space Center. Further information is contained in a TSP (see page 1). MSC-24763-1

Workflow-Based Software Development Environment

The Software Developer's Assistant (SDA) helps software teams more efficiently and accurately conduct or execute software processes associated with NASA mission-critical software. SDA is a process enactment platform that guides software teams through project-specific standards, processes, and procedures. Software projects are decomposed into all of their required process steps or tasks, and each task is assigned to project personnel. SDA orchestrates the performance of work required to complete all process tasks in the

correct sequence. The software then notifies team members when they may begin work on their assigned tasks and provides the tools, instructions, reference materials, and supportive artifacts that allow users to compliantly perform the work.

A combination of technology components captures and enacts any software process use to support the software lifecycle. It creates an adaptive workflow environment that can be modified as needed. SDA achieves software process automation through a Business Process Management (BPM) approach to managing the software lifecycle for mission-critical projects. It contains five main parts: TieFlow (workflow engine), Business Rules (rules to alter process flow), Common Repository (storage for project artifacts, versions, history, schedules, etc.), SOA (interface to allow internal, GFE, or COTS tools integration), and the Web Portal Interface (collaborative web environment).

The advantages of automating the software process using SDA are:

- Software systems are delivered faster, less expensively, with fewer defects, and requiring fewer highly skilled personnel.
- Portal-based collaboration allows large geographically dispersed teams to work in concert via a simple and consistent Web interface.
- A portal allows individuals to customize their views of the software project/process based on their project role.
- Electronic task handoffs improve overall team efficiency.
- Tedious and clerical work are automated.
- Highly skilled personnel spend more time on their areas of expertise instead of in processing paperwork.
- Greater project management visibility through real-time status, dashboard views, alerts, and reports gives users more time to avert problems or react to new events.
- Complete audit trail for all events involving the project, process, and associated people.
- Process is treated as an IT asset, making it possible to modify and optimize the process.

- Faster ROI than manual implementation.

This work was done by Michel E. Izygon of Tietronix Software, Inc. for Johnson Space Center. Further information is contained in a TSP (see page 1). MSC-24424-1

Mobile Thread Task Manager

The Mobile Thread Task Manager (MTTM) is being applied to parallelizing existing flight software to understand the benefits and to develop new techniques and architectural concepts for adapting software to multicore architectures. It allocates and load-balances tasks for a group of threads that migrate across processors to improve cache performance.

In order to balance-load across threads, the MTTM augments a basic map-reduce strategy to draw jobs from a global queue. In a multicore processor, memory may be "homed" to the cache of a specific processor and must be accessed from that processor. The MTTB architecture wraps access to data with thread management to move threads to the home processor for that data so that the computation follows the data in an attempt to avoid L2 cache misses. Cache homing is also handled by a memory manager that translates identifiers to processor IDs where the data will be homed (according to rules defined by the user). The user can also specify the number of threads and processors separately, which is important for tuning performance for different patterns of computation and memory access.

MTTM efficiently processes tasks in parallel on a multiprocessor computer. It also provides an interface to make it easier to adapt existing software to a multiprocessor environment.

This work was done by Bradley J. Clement, Tara A. Estlin, and Benjamin J. Bornstein of Caltech for NASA's Jet Propulsion Laboratory. Further information is contained in a TSP (see page 1).

This software is available for commercial licensing. Please contact Dan Broderick at Daniel.F.Broderick@jpl.nasa.gov. Refer to NPO-48425.